

FIG. 1(a)

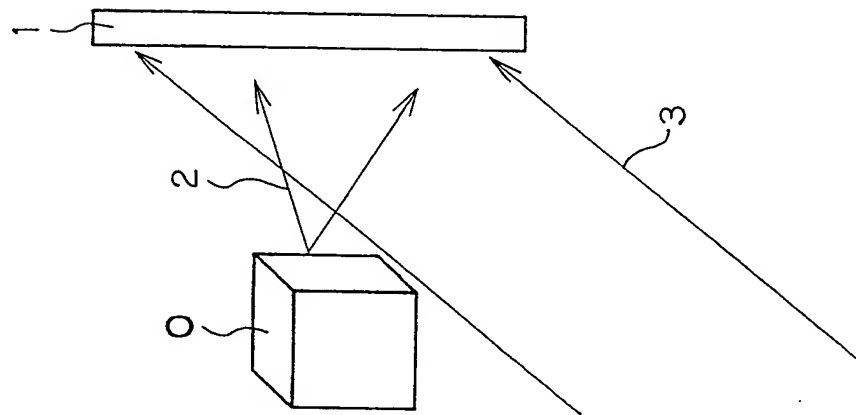


FIG. 1(b)

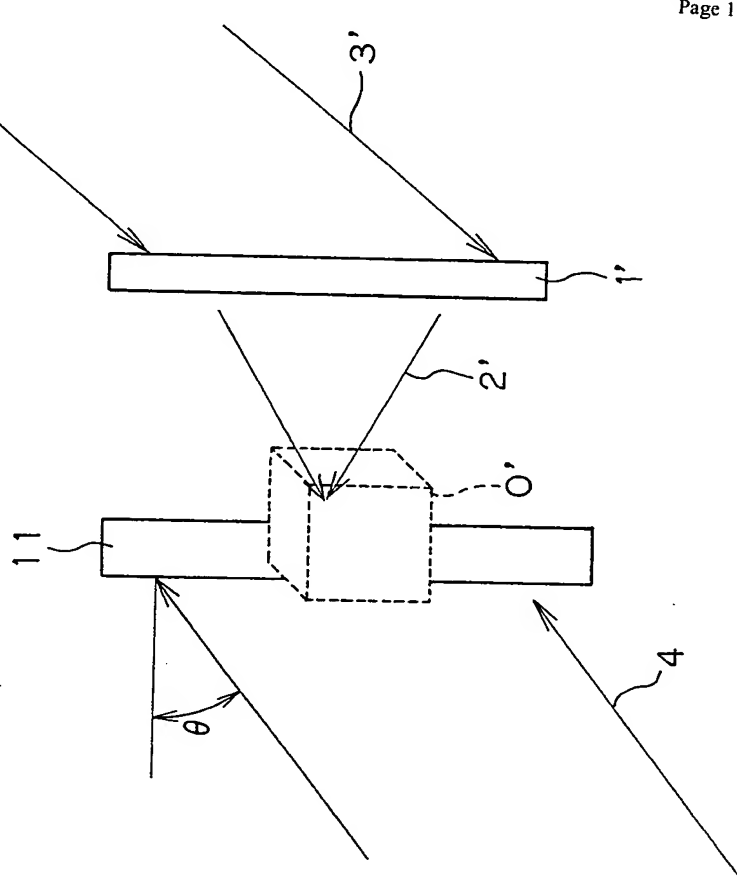


FIG. 2(a)

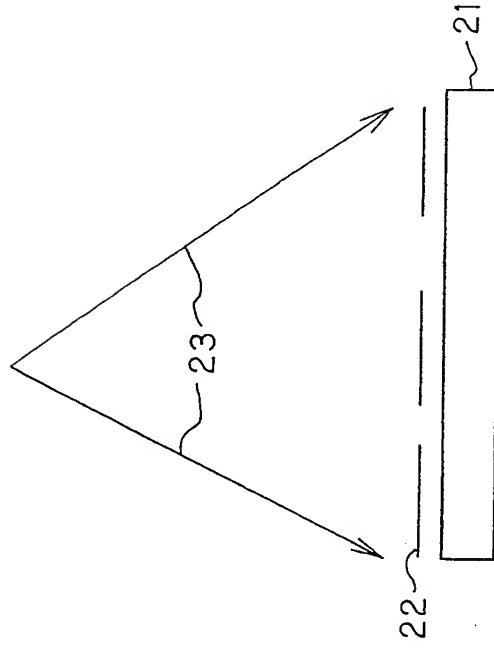


FIG. 2(b)

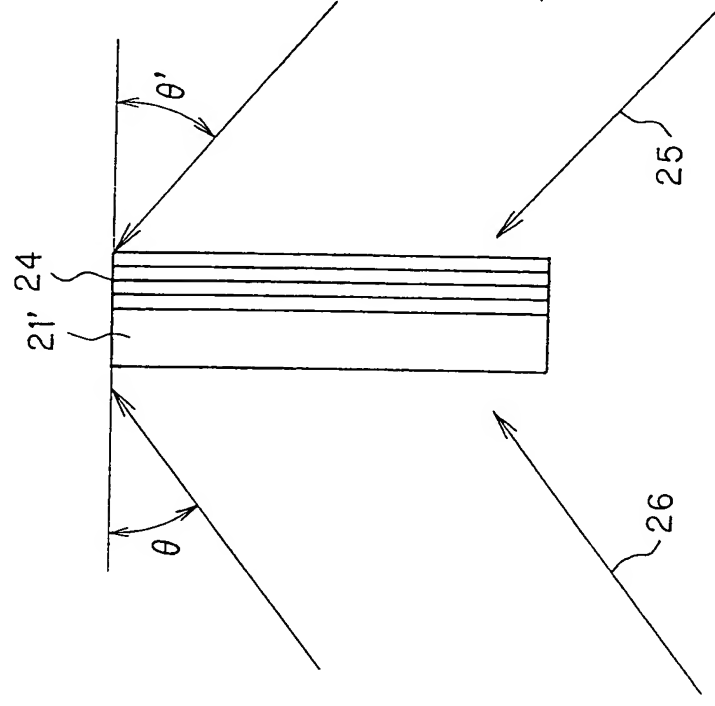


FIG. 3

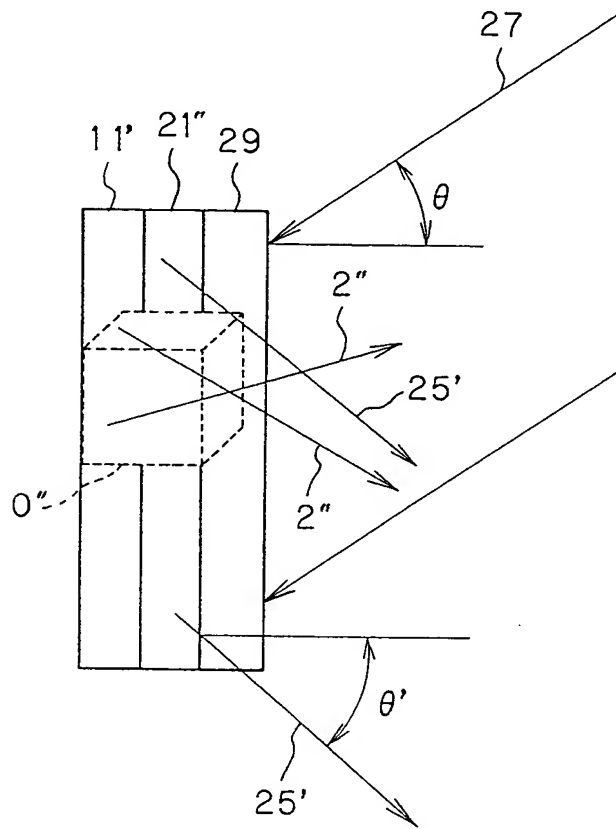


FIG. 4(a)

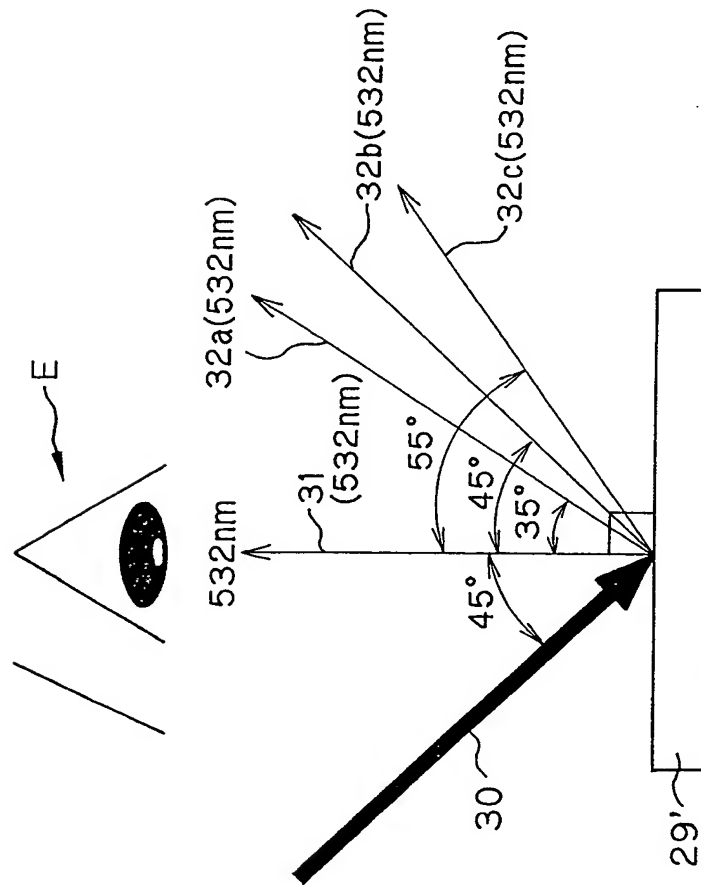


FIG. 4(b)

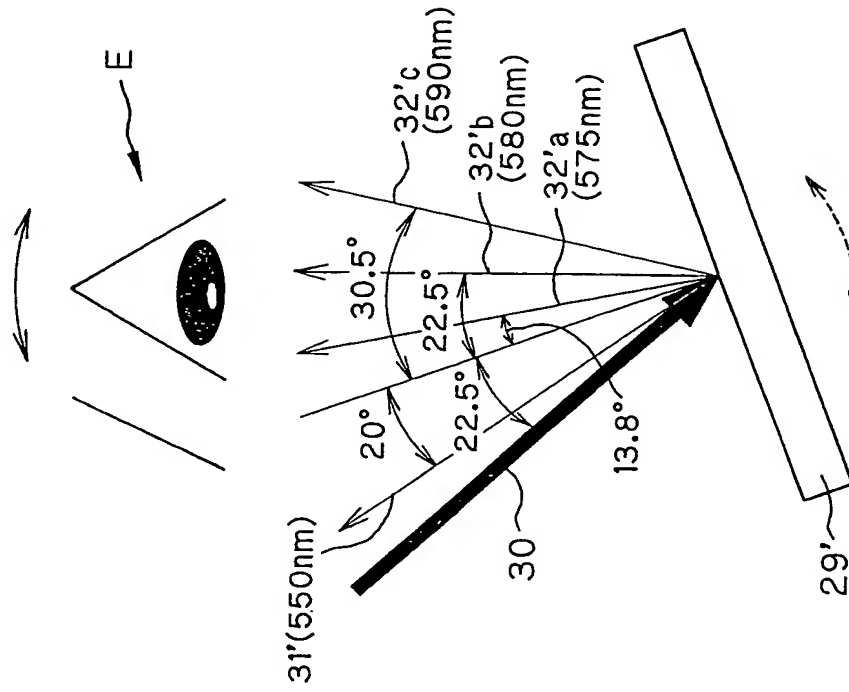


Diagram illustrating a light reflecting surface 29' and an observer E. A thick arrow labeled 30 points towards the surface. The angle between the incident ray and the normal is labeled α . The surface is labeled 29'.

Diagram illustrating a light projection system. A light source **E** emits light through a lens **29** onto a curved surface **30**. The angle of incidence is labeled α . The light is reflected onto a screen **32**.

FIG. 6(a)

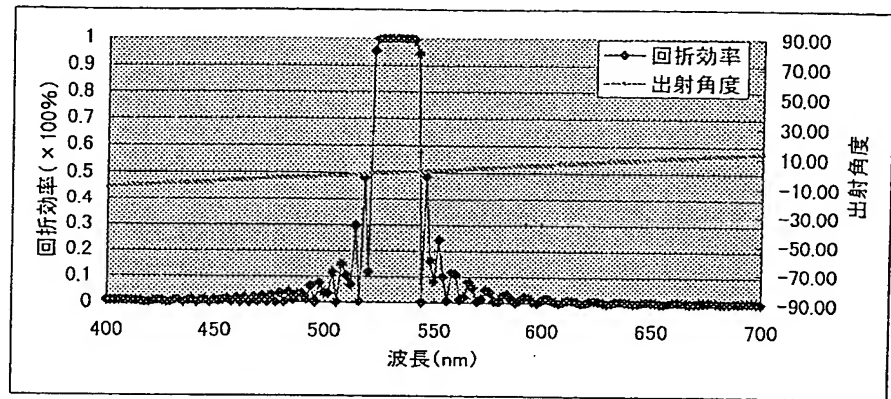


FIG. 6(b)

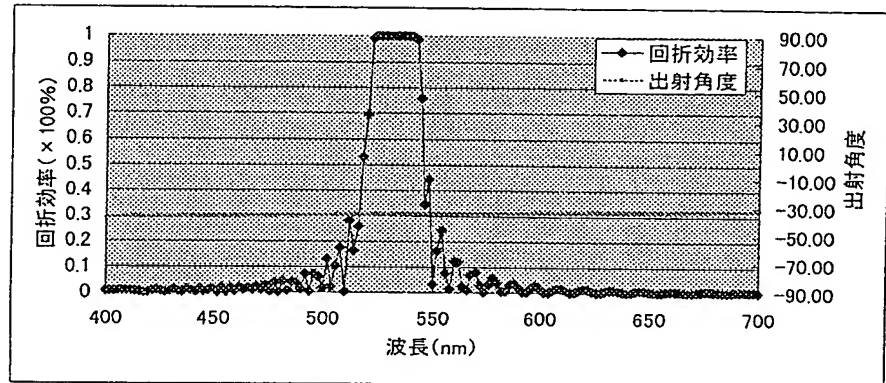


FIG. 6(c)

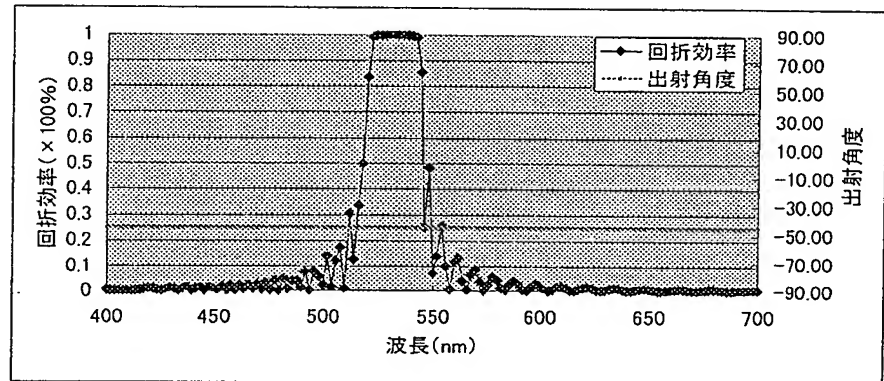


FIG. 6(d)

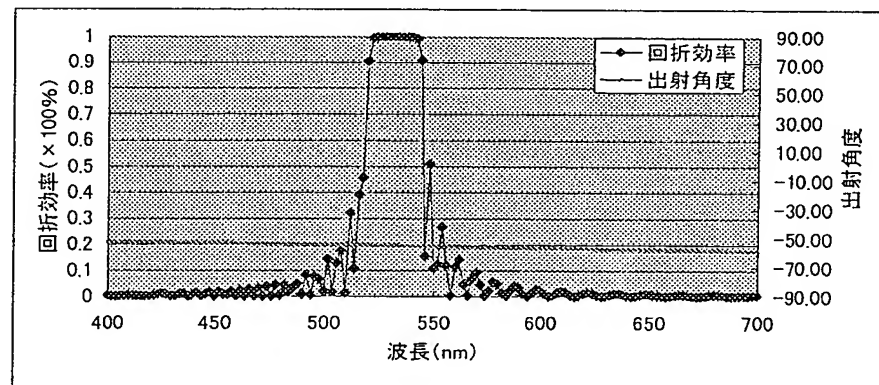


FIG. 7(a)

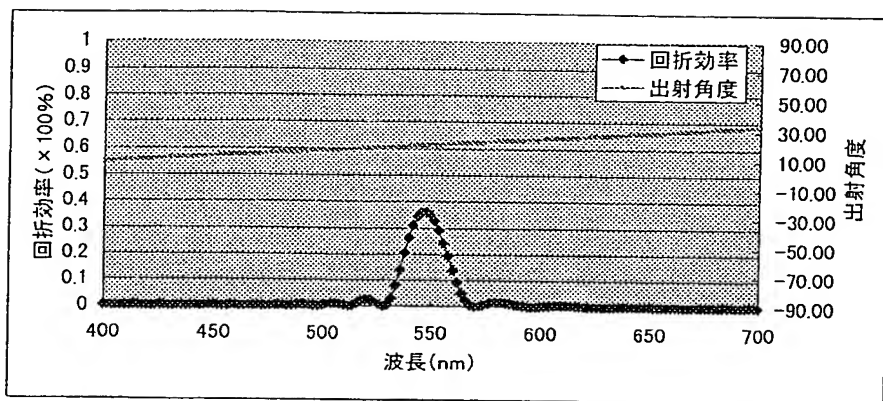


FIG. 7(b)

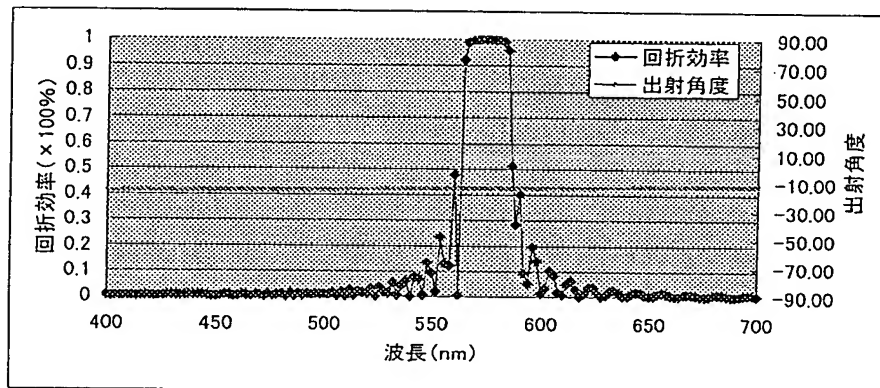


FIG. 7(c)

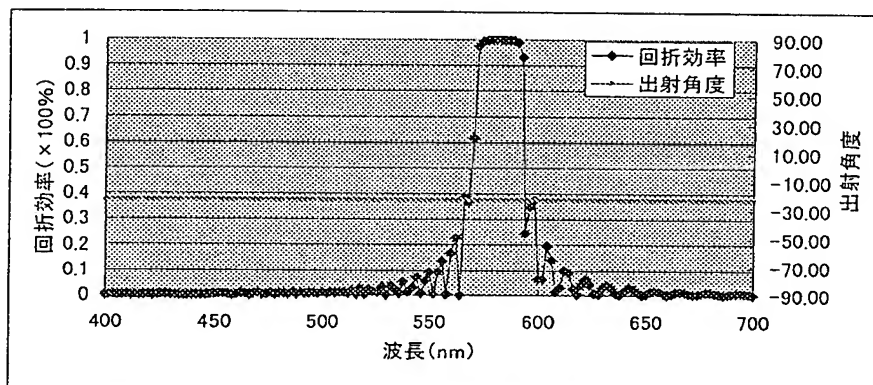


FIG. 7(d)

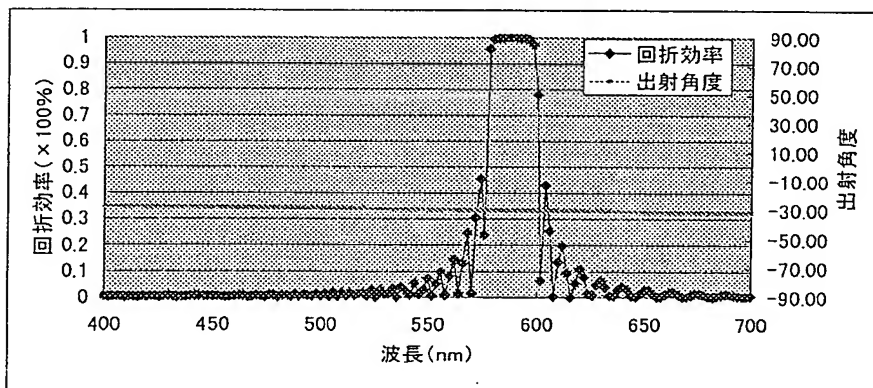


FIG. 8(a)

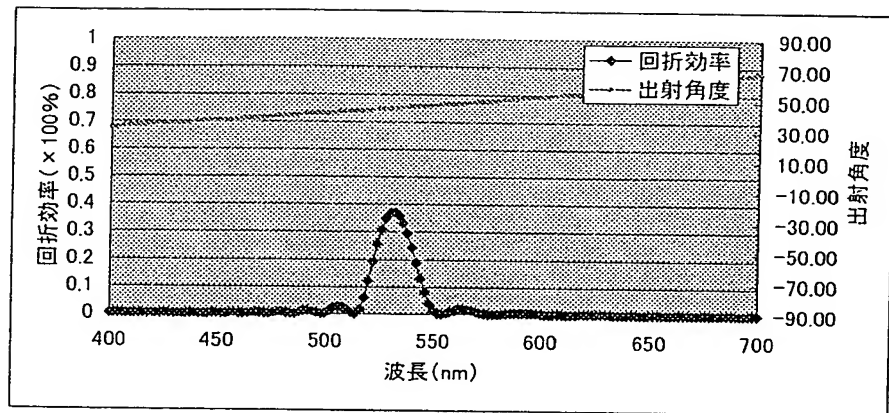


FIG. 8(b)

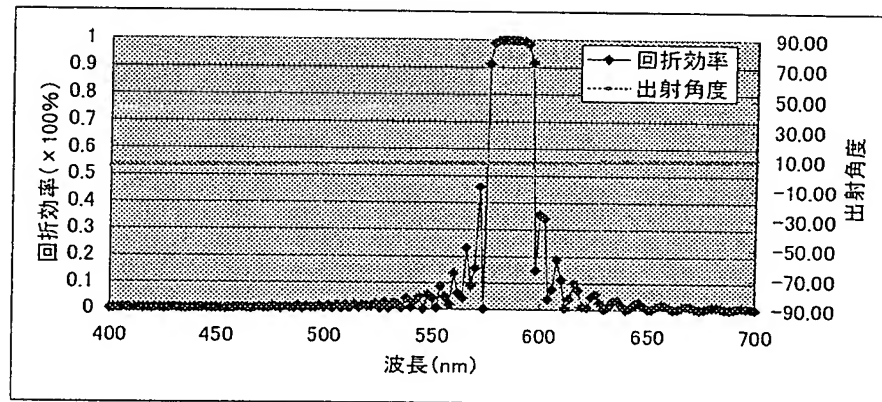


FIG. 8(c)

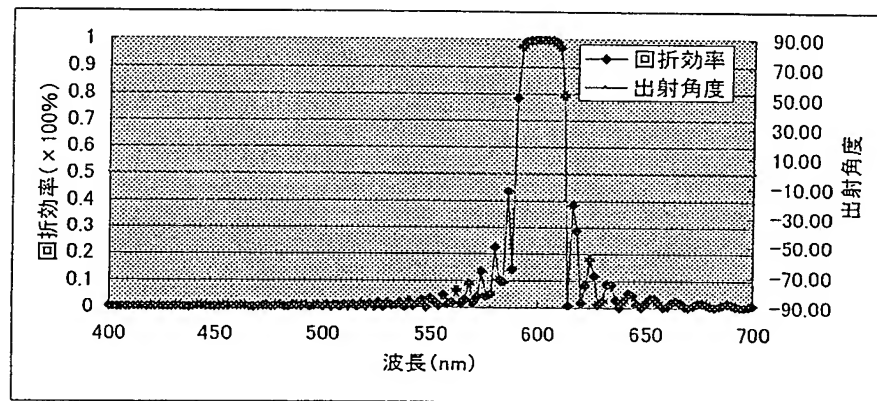


FIG. 8(d)

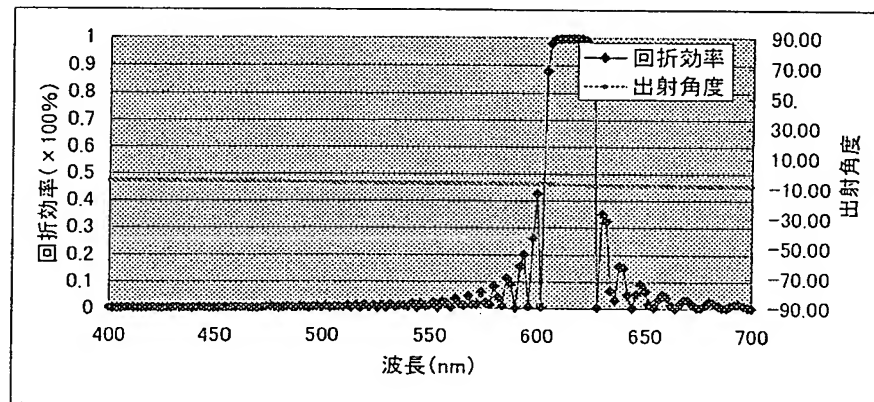


FIG. 9

